



NTSC U/C

PlayStation®



SLUS-01031

BLASTER MASTER®

B L A S T I N G A G A I N



CRAVE
DESIGN & DEVELOPMENT

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

BLASTER MASTER[®]

B L A S T I N G A G A I N

CONTENTS

Setting up	2
Controls	3
Starting the Game	5
Story	8
Game Screens	10
The Map	13
Movement	14
Attack	16
Tips	19
Items	20
Save Points	22
Characters	23
Area Maps	26

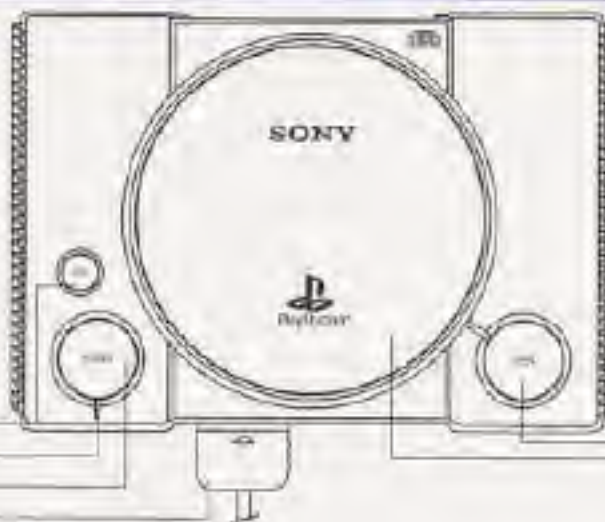
SETTING UP

Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **BLASTER MASTER** disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

CONSOLE

Top View

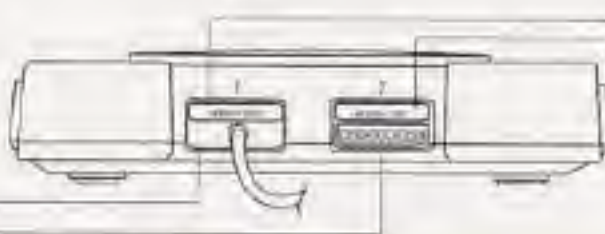
RESET BUTTON
POWER INDICATOR
POWER BUTTON
CONTROLLER PORT



OPEN BUTTON
DISC COVER

Front View

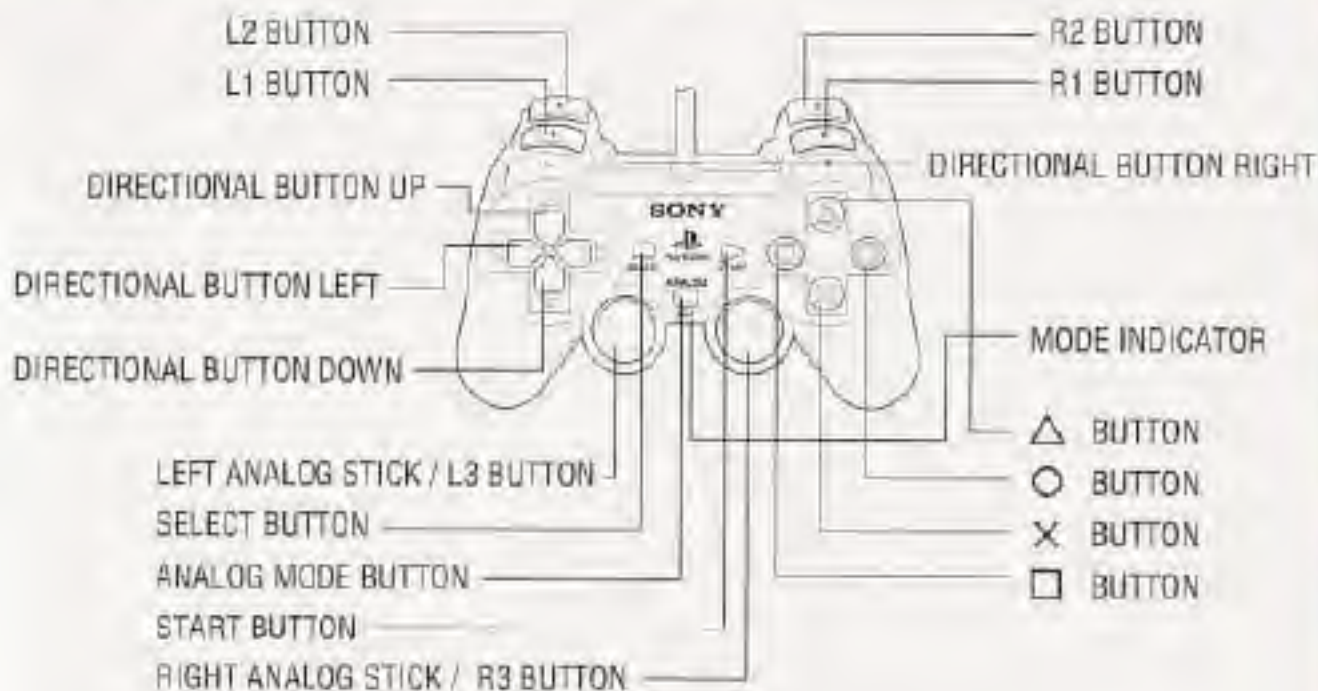
CONTROLLER PORT 1
CONTROLLER PORT 2



MEMORY CARD SLOT 1
MEMORY CARD SLOT 2

CONTROLS

DUALSHOCK™ analog controller



NOTE: Compatible only in Digital and Analog mode

NOTE: You may have a controller that looks like this. If so please follow the digital instructions outlined above.



CONTROLS



The basic controls at default are as follows.

	Normaly	Slide Move	Inddy Mode
○ button	Cancel	EXTRA SHOT	NAPALM
× button	Confirm	JUMP	JUMP
△ button		EXTRA MOVE	HYPERSONIC
□ button		SHOT	SHOT
START button		SUB WINDOW	SUB WINDOW
SELECT button		Get off vehicle	Get on vehide
L1 & R1 buttons		SIDE JUMP	SIDE JUMP
L2 & R2 buttons		Change weapon	Turn view point
Directional Buttons	Move Cursor		

STARTING THE GAME

START SCREEN

NEW GAME

Choose this to play the game from the beginning.

CONTINUE

Choose this to resume a previously saved game. It cannot be chosen if no game data exists in the Memory Card inserted in the Memory Card slot.

OPTION

Allows you to adjust various settings.



LOADING

First select the Memory Card slot which the Memory Card is inserted in with the Left and Right directional buttons, and press the X button to confirm. Then select the game data you want to load with the Up and Down directional buttons, and press the X button to confirm.

STARTING THE GAME

OPTION SCREEN

In the **OPTION** screen, you can review or change the following settings.

Use the Up and Down directional buttons to select an item and press the X button. Then set it to whatever you want and press the X button to confirm the change.



Allows you to set the game difficulty level. Choose from EASY, NORMAL, HARD.

VIEW

Allows you to select the game view point.
Choose from LONG or UP.

SOUND

Allows you to select the sound mode. Choose from stereo or mono.

STARTING THE GAME

MOVIE TEST

Allows you to watch the movies you have previously seen in the game.

VIBRATION

Allows you to turn the vibration on/off if you are using a DUALSHOCK™ analog controller.

BGM VOLUME

Allows you to set the BGM volume.

KEY CONFIG

Allows you to change the key assignments.

I story

The year is 2019. The Earth is experiencing a series of large-scale disasters like crustal subsidence and abnormal tides. Not many considered the possibility that an "extraterrestrial raid" was behind the global calamity. But if it hadn't been for an underground battle fought 18 years ago, and one hero in particular, none of them would be here now...

His name was Jason. . . It was he who drove the "Lightning Beings" away from our planet by manipulating special machines developed in an unknown extraterrestrial world. Since then, he has continued to save this planet from countless threats.

And once again Earth needed his help. . . but it was no longer possible, since he had lost his life in a furious assault by the remnants of the Lightning Beings a few years back.

STORY

But hope remained in Jason's children, who had taken over his mission.

Their names are Roddy and Elfie. After Jason's death they inherited his machines and continued fighting against the Lightning Beings as Jason had wished them to.

Now they are expecting a great assault. But they are still inexperienced. . .

To them the great battle they are about to fight is nothing other than a great test.

A test to show whether they can save the Earth from the biggest danger the planet has ever faced.

The great struggle is about to begin, and many secrets will be uncovered.

GAME SCREENS

VEHICLE MODE



1. Attack gauge

States the attack mode of EXTRA SHOT.

It also shows the remaining energy for EXTRA MOVE. It is brightest when the energy is full and becomes darker as the energy diminishes.

The energy lessens as you use EXTRA MOVE but gradually restores itself after a certain period of time.

2. Life gauge

Shows the remaining endurance power of the machine.

3. Attack gauge

Shows the attack power.

By holding down the X button you can increase the attack power, and after reaching a certain point on the gauge the Lock-on system can be activated.

As the gauge increases, the attack level is also powered up.

4. Radar

Shows an eagle eye view of the position of the enemy relative to the player as well as the gate entrance.

5. Com sensor

Lights up when it detects a communication signal from Elfie.

GAME SCREENS

RODDY MODE

1. Action gauge

Shows the remaining energy that can be used for the Hypersonic gun.

It is brightest when the energy is full and becomes darker as the energy diminishes. The energy lessens as you use the Hyper Sonic Gun but gradually restores itself after a certain period of time.

2. Life gauge

Shows Roddy's remaining life.

3. Gun gauge

Shows the attack level.

4. Radar

Shows an eagle eye view of the position of the enemy relative to the player as well as the gate entrance.



*The view point of a screen varies according to the nature of the map.

GAME SCREENS

SUB WINDOW

You can display the SUB WINDOW at any time during the game by pressing the START button. The SUB WINDOW shows you a message from Elfie, the overall map structure, and the current target point.

- 5 Message from Elfie
- 6 Map of the explored parts of the current zone
- 7 Target point as instructed by Elfie



THE MAP

There are entryways called space-time portals which link this world with other civilizations, and by passing through them, it is possible to travel beyond time and space to a world far away.

This is exactly what our two main characters came across, and the place which looks to be underground is actually the face of an alien planet.

This game focuses on five of these such planets.

Each zone has its own complexly woven passages filled with all sorts of fiends and enemy bosses, but deep inside also lies items which may help you in your mission.

There are many locations in each of these zones where vehicles can't enter and areas covered with traps, so it's not going to be easy to clear the zones without an element of tactics.



MOVEMENT

MAP RESTRICTIONS

This game has two different types of areas: Areas for the vehicle to pass through, and areas where only Roddy can go. Switch between the vehicle and Roddy from time to time, depending on the type of area you want to go to.

EXTRA MOVE

VEHICLE OPTIONS

The vehicle can have up to four EXTRA MOVE options.

At first, the vehicle does not have any of these moves, but they will gradually become available as you proceed with the game.

The four EXTRA MOVE options are listed on the next page, and the one assigned to the vehicle at that time, is the one which is activated.

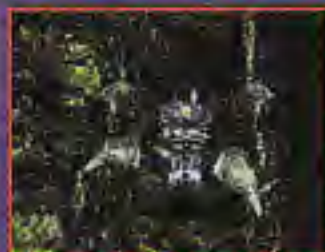
To activate, you have to press the Δ button, but it cannot be done if the Action gauge has reached zero.

MOVEMENT



Boost

When you press the Δ button while moving on land, it increases the speed of the vehicle.



Climb

When you press the Δ button while you are in a special area surrounded by a cliff, the vehicle can climb it.



Submarine

Allows the vehicle to move in water. With this option, when the vehicle goes into water, it automatically changes its shape, and when you press the Δ button, it can move in water.



Hover

When you press the Δ button while you are still on land or in the air, the hover function is initiated to allow the vehicle to move through air.

ATTACK (VEHICLE)

SHOT (O button)

Fires the vehicle's basic gun.

EXTRA SHOT (O button)

The vehicle can have four EXTRA SHOT options.

At first, the vehicle does not have any of these, but it will gradually become available as you obtain energy items.

EXTRA SHOT can be powered up as the gauge increases.

Each EXTRA SHOT can be powered up in three levels as the gauge increases.

The four EXTRA SHOT options are listed on the next page, and the one assigned to the vehicle at that time, is the one which is activated. To activate, you have to press the O button, but it cannot be done if the Option gauge has reached zero.

ATTACK (VEHICLE)

Blaster (B) Fires a powerful energy bullet straight ahead. Especially effective when there is a multitude of enemies coming towards you from the front.



Homing (H) Attacks an enemy within range using a homing missile. Especially effective on airborne enemies or other such enemies which are hard to aim at.



Thunder (T) Attacks and destroys an enemy at close range with a huge amount of electric current. Especially effective for a battle in a small area.



Field guard (F) Generates a defensive shield around the vehicle which destroys enemies nearby. Especially effective if you want a defensive attack.



ATTACK (RODDY)

SHOT (□ button)

The SHOT can be powered up a maximum of six levels by obtaining the level-up items. But whenever Roddy sustains any damage, the SHOT gradually powers down.

NAPALM (○ button)

The Napalm bomb causes damage to all enemies within a certain distance from Roddy. Infinite ammunition.



HYPERSONIC (△ button)

It generates a bright light around Roddy and enables him to move at high speeds. Whenever he comes in contact with an enemy while this is activated, the enemy will sustain damage. Roddy is invincible while this is happening, but it consumes a lot of Action points very fast, so don't use it unless you have to.



TIPS

SIDE JUMP

The distance Roddy or the vehicle jumps depends on how long you hold the LI / RI button for. By side jumping in certain ways, it should be possible to shoot at the enemy while dodging their attacks. This gives you a massive advantage on the battlefield.



JUMP then SIDE JUMP

After jumping you might suddenly find an enemy shooting at you. You can dodge these by performing a SIDE JUMP in mid air.



HYPERSONIC

There is an invincible weapon that Roddy can use called the HYPERSONIC. Although it drains Action points very quickly, it allows you to move at very high speeds, and should play a big role in the game. It may be a good idea to formulate battle techniques incorporating this.



Chain Reaction

When you destroy an enemy, damage may simultaneously be sustained by other enemies by the explosion caused. You might want to try luring the enemy so that they bunch together before picking them off.






ITEMS

Below are some of the items you can obtain in the game. All items should assist you in some way. Usually items are found lying around on the ground throughout the map, but it is also possible to get them by slaying enemies or sometimes also by destroying certain objects. However such items that appear by destroying something also disappear after a while, so it is necessary to grab them quickly.









T=Vehicle / P=Roddy

Healing Items









Image & Name	Type	Effect
 LifeBoost A	T / P	Recovers 2 units of life
 LifeBoost B	T / P	Recovers life half the total
 LifeBoost C	T / P	Recovers life fully

ITEMS

Assault Items

Assault Item	Type	Effect
 B=Blaster Prism	T	Boosts the Blaster's Power (32)
 H=Homing Prism	T	Boosts the Homing's Power (32)
 T=Thunder Prism	T	Boosts the Thunder's Power (32)
 F=Field Prism	T	Boosts the Field Guard's Power (32)
 X=X(Extra) Prism	T	Boosts the current weapon's Power (32)
 α=Alpha Material	T	Boosts the Power of every weapon (32)
 Ω=Omega Material	T	Boosts the Power of every weapon to full
 G=Gun Custom Chip	P	Increases the player's shot power level

Support Items

Support Item	Type	Effect
 T=Timer	T / P	Freezes all enemies for a period of time
 W=Warp	T / P	Teleports you to the adjacent area
 X=X Bomb	T / P	Disintegrates all enemies in the area
 C=Critical Charger	T / P	Action power becomes MAX for a period of time
 B=B Power Memory	T	Increases the limit of the Blaster gauge
 H=H Power Memory	T	Increases the limit of the Homing gauge
 T=T Power Memory	T	Increases the limit of the Thunder gauge
 F=F Power Memory	T	Increases the limit of the Field Guard gauge

SAVE POINTS

Saving the game can only be done at save points, of which there are several in each map.

You will find them to be a great advantage, so use them more frequently.

Saving

First select the Memory Card slot which the Memory Card is inserted in with the Left and Right directional buttons, and proceed with pressing the X button to confirm.

Then select the block you want to save your game data in, with the Up and Down directional buttons, and press the X button to confirm.



CHARACTERS

Roddy

The Hero of the story.

He is the 15-year old son of Eve and Jason, the heroes who once fought against Plutonium Boss in Blaster Master.

Roddy – trained in using Sophia by his father – is unrivaled in his piloting skills.

However, he can easily get emotional and lose control of himself. Thus, guidance by his sister is essential.

The growth of his character will be an important key to this game.



CHARACTERS

Elfie

Roddy's sister: 18 years old

Despite her age, Elfie handles all the maintenance and modifications of Sophia J-7. She inherited Eve's talent as an engineer and provides a perfect complement to Roddy.

Although her task is to guide Roddy through the surface of the Earth, she will play an essential role in the game by advising and giving Roddy emotional and moral support.



CHARACTERS

Sophia J-7

This combat vehicle was originally developed by an extra-terrestrial civilization under the official name "Sophia the 3rd NORA MA-01". Having gone through major modifications by Jason and Elfie, it no longer resembles the original model. So Roddy and Elfie named it "Sophia J-7".

With various new accessories currently under development, Sophia is the most formidable combat vehicle in this world!

Plutonium Boss ?

A mutant produced as a result of an underground nuclear test on an alien planet.

Nothing else is known about him.

Plutonium Boss was reported to have been destroyed by Jason.

So, who is this creature now?

One thing is for sure, it now controls the hordes of mechanical creatures, and it is going to be a greater challenge to beat it.

Eve

An extra-terrestrial, Eve was the former pilot of Sophia, who once fought alongside Jason. After, supposedly, destroying Plutonium Boss for the last time, she decided to remain on the earth and marry Jason. She passed away 5 years ago. Nevertheless, she plays an important key role in this story.

AREA MAPS

Ground map

Cavern Zone



Eve & Jason

27



Sophia J7

BLASTER MASTER
BLASTING
AGAIN

**Face it, you're stumped, so make the call...
Hints, Tips and Tricks all a phone call away!
US: 900-903-HINT**

\$0.95/US Dollar per minute

*Must be 18 years of age or have parent's permission.
Touch tone phone required.*

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